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The Great Wall

The Great Wall is tearing down!!
What a shocked information ! no wonder the Emperor Ching got mad ! so he is warning to people who wants to buy this cartridge:
If you are not afraid to die , come over here ! Amigo ! Do you want to be a hero? or to be a chicken?
If you think you are qualified to be a great hero , bring your big hammer and come, the Emperor Ching is waiting for you on the other end of "tunnel of time"!

SACHEN®

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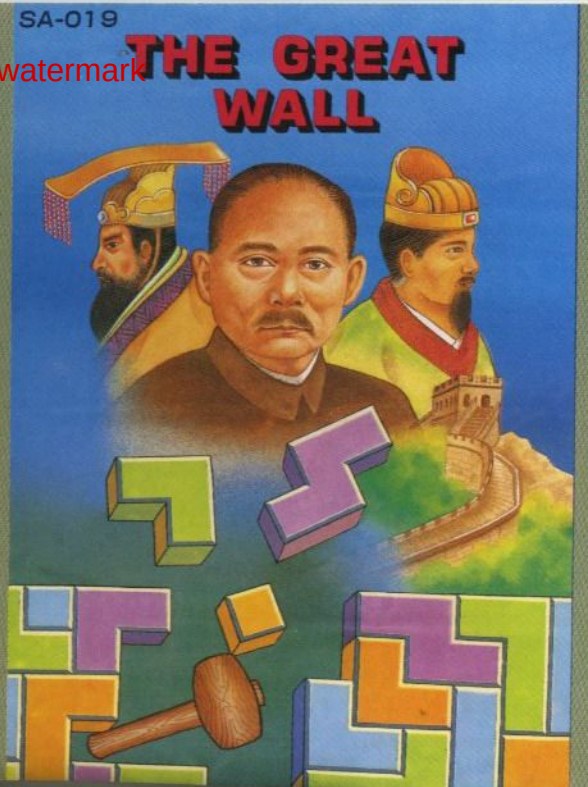
SA-019



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The Great Wall

CONTROL SUMMARY

Control Pad Arrows	Move the hammer in the indicated direction.
Select Button	Select players mode - 1 or 2 players; joystick 1 or 2; level easy or hard.
Start Button	Start the game; also freeze the game
Button A or B	Cause hammer to hit.

I. PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.

2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.

3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).

4) Do not try to open or disassemble the cartridge.

5) Do not sit too close to your television.

6) Do not clean the cartridge with chemical agents.

Nintendo, Nintendo Entertainment System and NES are trademarks of Nintendo of America, Inc..

The Great Wall

Thank you for selecting the cartridge of Thin Chen Ent., Co. Please read this instruction carefully to ensure proper handling of your new game, and save this booklet for future reference.

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II. GAME CONTROL
III. HOW TO PLAY THE GAME

I. INTRODUCTION

The Great Wall is tearing down!!!

What a shocked information! No wonder the Emperor Ching got mad! So he is warning to people who bought this cartridge:

If you are not afraid of death,
come over here!

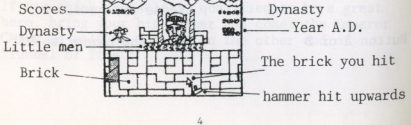
Amigo! Do you want to be a hero? or be a chicken! If you think yourself is qualified to be a great hero, bring your big hammer and come, the Emperor Ching is waiting for you on the other end of "Tunnel of Time"!

II. GAME CONTROL

Control Pad Arrows	Move the hammer in the indicated direction.
Select Button	Select players mode (1 or 2 players); joystick 1 or 2; level easy or hard.
Start Button	Start the game; also freeze the game.
Button A or B	Cause the hammer to hit.

III. HOW TO PLAY THE GAME

A. Move your hammer into the block which you want to hit, push button A or B to hit and upcast the brick into the little men's shoulder. Bricks loaded on the little men's shoulders must not higher than the statue. There are two parts on the right & left sides of the statue, blocks will be upcasted to each part in term. Same bricks you hit for right and left part will be disappeared immediately. Keep hitting the bricks constantly or the falling balls will become the extra brick loading on the little men's shoulders.



B. There are 10 levels in this game. These emperors presented different dynasties with different levels:

民國 (Republic of China) ⟶ 清 (Chin Dynasty) ⟶
明 (Ming Dynasty) ⟶ 元 (Yuan) ⟶ 宋 (Sung) ⟶
唐 (Tang) ⟶ 隋 (Sui) ⟶ 東漢 (East Hang) ⟶
西漢 (West Hang) ⟶ 秦 (Ching Dynasty)

C. One Player: Joystick 1 - hammer's hold rightwards
Joystick 2 - hammer's hold leftwards

Two Players: 1. If ones bricks piled higher than the emperor, game is over for one of these 2 players; and game will continue for the other one.

2. Two players cooperatively:

   Same bricks hit by two players will be eliminated at the same time, and play cooperatively.

3. Two players competitively:

   Two players hit the brick in term, the same block you hit with your own block will move together to your rival's part. The one whose bricks piled over the emperor statue will cause the game over.

D. During the game of playing with "one player", push button A or B of another joystick will change the game into "two players" status.

E. Special Function:

   Press the button A or B and hold for 4 seconds then release, the screen will show a blinking arrow which will strenghen your strike for the brick and cause all same bricks eliminated.

Walking through the "Tunnel of Time" from the present time to the ancient dynasties, keep going! the Emperor Ching is expecting you!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protectin against such interference in a residential installatin. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES®is the abbreviation for Nintendo Entertainment System®.

THE GREAT WALL EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: ____ / ____ / ____ PHONE #(Optional): ( ) ____ – ____

GRANDING SCALE: 1: WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1). GAME'S OVERALL ENTERTAINMENT VALUE 1 2 3 4 5

2). COMPARED WITH GAMES THAT YOU PLAY REGULARLY 1 2 3 4 5

3). COMPARED WITH ALL EXISTING GAMES 1 2 3 4 5

4). VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS) 1 2 3 4 5

5). GRAPHICS (COLOR, DESIGN, ANIMATION) 1 2 3 4 5

6). SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) 1 2 3 4 5

7). DIFFICULTY LEVEL (1:TOO EASY...5: TOO DIFFICULT) 1 2 3 4 5

8). FLAWS OR PROBLEMS (1:NONE...5: TOO MANY)

PLACE
STAMP
HERE